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Game data communication system e.g. for tennis, selectively executes programs corresponding to user selected playing and demonstrating modes

Patent Assignee: KONAMI KK (KONA-N)

Number of Countries: 001 Number of Patents: 001

Patent Family:

Patent No	Kind	Date	Applicat No	Kind	Date	Week
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Priority Applications (No Type Date): JP 200293818 A 20020329

Patent Details:

Patent No	Kind	Lan Pg	Main IPC	Filing Notes
JP 2003290557	A	8	A63F-013/12	

Abstract (Basic): JP 2003290557 A

NOVELTY - The system has several computers which operates in game playing mode where game is played according to user input, and game demonstrating mode where the game is demonstrated in real-time based on game transmission data. The computers selectively executes the game program according to the selected playing or demonstration modes.

DETAILED DESCRIPTION - An INDEPENDENT CLAIM is also included for game program.

USE - For communication game data such as tennis data, between computers connected to server through cable.

ADVANTAGE - The interest of the spectator is improved by selectively executing the programs corresponding to the game playing and demonstrating modes.

DESCRIPTION OF DRAWING(S) - The figure shows a flow chart explaining the operation of the game system. (Drawing includes non-English language text).

pp; 8 DwgNo 4/6

Title Terms: GAME; DATA; COMMUNICATE; SYSTEM; TENNIS; SELECT; EXECUTE; PROGRAM; CORRESPOND; USER; SELECT; PLAY; DEMONSTRATE; MODE

Derwent Class: P36; T01; W04

International Patent Class (Main): A63F-013/12

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File Segment: EPI; EngPI

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PATENT ABSTRACTS OF JAPAN

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(54) COMMUNICATION GAME SYSTEM AND
GAME PROGRAM

(57) Abstract:

PROBLEM TO BE SOLVED: To provide a game program contrived so as to enable a player in the state of waiting for the next fight to enjoy even while waiting.

SOLUTION: The game program comprises a fighting program for executing a fighting game on the basis of input data inputted through the input means of a present game device and an observing program for demonstratively displaying the fighting game in real time on the basis of transmission data transmitted from the other game device executing the fighting program. The fighting program and the observing program can be selectively executed.

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